GREEN LANTERN
SIMON BAZ
GREEN POWER BATTERY 3
Start the game with 3 green Battery Markers on this card. Add one to Green Lantern's Move, Range, Attack, and Defense numbers for each green Battery Marker on this card.
EMERALD SIGHT
If you win initiative and the difference between your roll and the next highest roll is 10 or higher, you may view all Order Markers on opponents' Army Cards.
ALSHAJAEA
After moving and before attacking with Green Lantern, you may choose Green Lantern or an adjacent figure and remove a green Battery Marker from this card. You may remove any marker on that figure's Army Card, or two markers if they are both Wound Markers. Order Markers may only be removed with this special power once per round.
HUMAN
UNIQUE HERO
OFFICER
STUBBORN
MEDIUM 5
4 LIFE
MOVE 5
RANGE 4
ATTACK 3
DEFENSE 3
260 POINTS